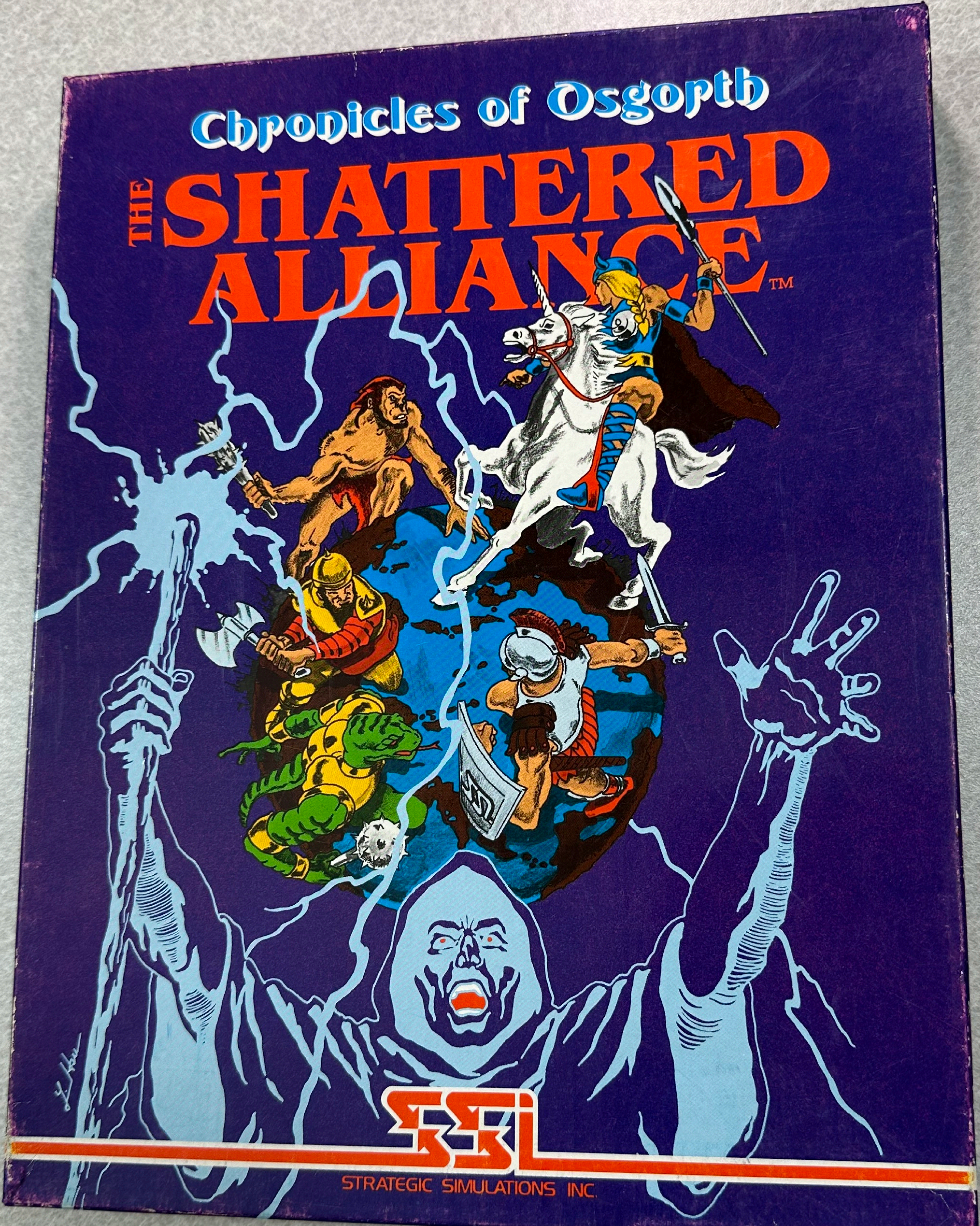
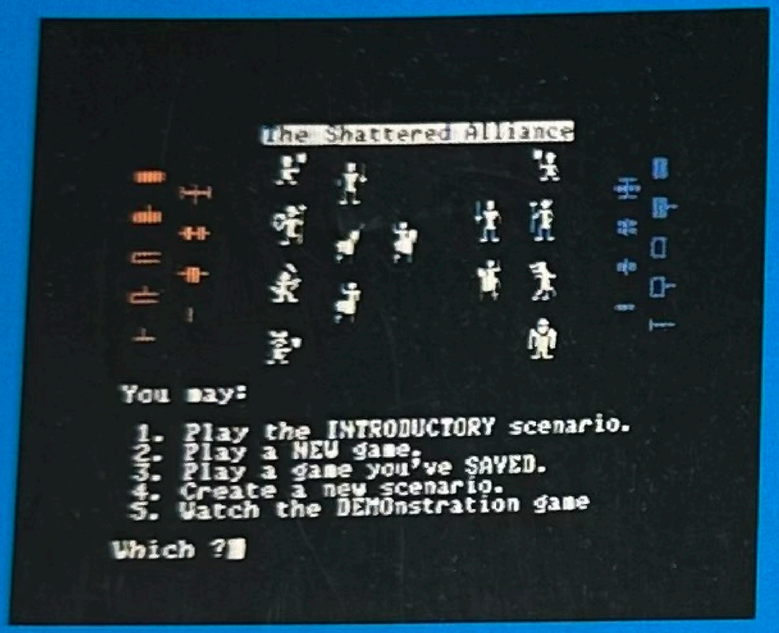

Chronicles of Osgorth
THE SHATTERED ALLIANCE™
SSI
STRATEGIC SIMULATIONS INC.

OF SWORDS & SORCERY ON SOME FAR-FLUNG FANTASY WORLD!

Here is your Pegasus to carry you to Osgorth, a foreign land of fantasy and adventure we've created just for you.

***OSGORTH!** The wonder world replete with the spells of sorcerers and the clashing of swords that give voice to the fierce battles between rival kingdoms and among exotic creatures.*

Conflict abounds when humankind, elves, dwarves, lizardmen, unicorns, and other wondrous beings amass under your command to seek glory and conquest.



Tribes of Osgorth that serve as your fantasy soldiers: elves, dwarves, humankind, demons, zorgs, centaurs, unicorns, amazons, pigmen, and lizardmen.

THE SHATTERED ALLIANCE™, first in a line of forthcoming games from SSI that comprise the Chronicles of Osgorth, is a sophisticated strategy simulation centered on this rich fantasy planet and its ethereal trappings.

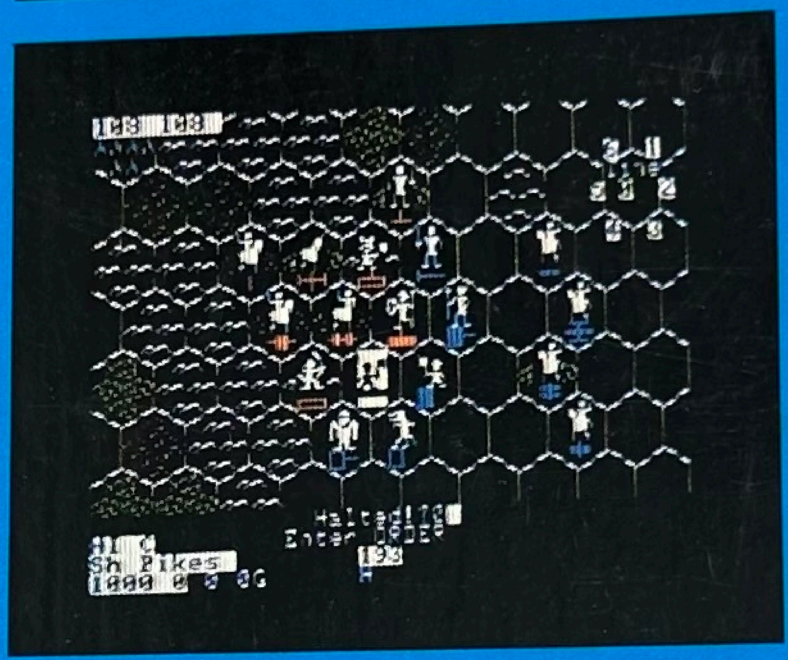
With the multitude of armies either preassembled or designed by you, you can even conjure up the unlikely confrontation of the Lords of Lockwood and their Osgorthian forces against Alexander the Great's Companions or Caesar's Legionnaires!

Ah, the possibilities!

THE COMPUTER PAINTS in beautiful, color Hi-Res graphics an Osgorthian battlefield of knolls, mountains, forests, and open plains. Unit types are categorized into five classes of infantry and four of cavalry. The tribes that populate this world are as varied as they are enchanted: dwarves, elves, unicorns, amazons, centaurs, just to name a few.

Your fantasy soldiers have been carefully rated for speed, strength, and morale. They may bear no armor or come amply protected by leather, scale/chain mail, or shields. Their weapons may be the bow, javelin, rocks, spears, pikes, swords, axes, clubs, or cavalry lance....and of course, spells that can magically enhance a unit's speed, defensive and attacking power, or courage.

Strategic map displays the entire battlefield along with the unit types, which are categorized into five classes of infantry and four of cavalry.



Tactical map zooms in for a close-up view of any portion of the strategic map. Here, both unit types and tribes are seen.

AS RICHLY DETAILED as this game is, it never becomes unwieldy because the computer keeps track of everything. Furthermore, its simple but elegant movement system was designed so that all action can proceed at a brisk pace. It also comes with a powerful and intelligent computer opponent for solitaire play.

THE SHATTERED ALLIANCE is fun, fast, and easy to play — whose sole purpose is to enchant your imagination!

The Chronicles of Osgorth is a magical tale that knows no end....With each game you play, each battle you wage, a new chapter will have been added to its annals.

GAME CONTENTS: 5¼" program disc; 4 player-aid charts; Rule book/Historical background.

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Multiple two-player and computer-as-opponent scenarios.
Real-time movement system.
Strategic and tactical Hi-Res color maps.
Magic spells enhance courage, speed, defense, and attack.
Cover Design: LOUIS HSU SNEKOW
For Your APPLE II with Applesoft ROM Card or AppleII Plus 48K Memory & 1 Mini Floppy Disc Drive
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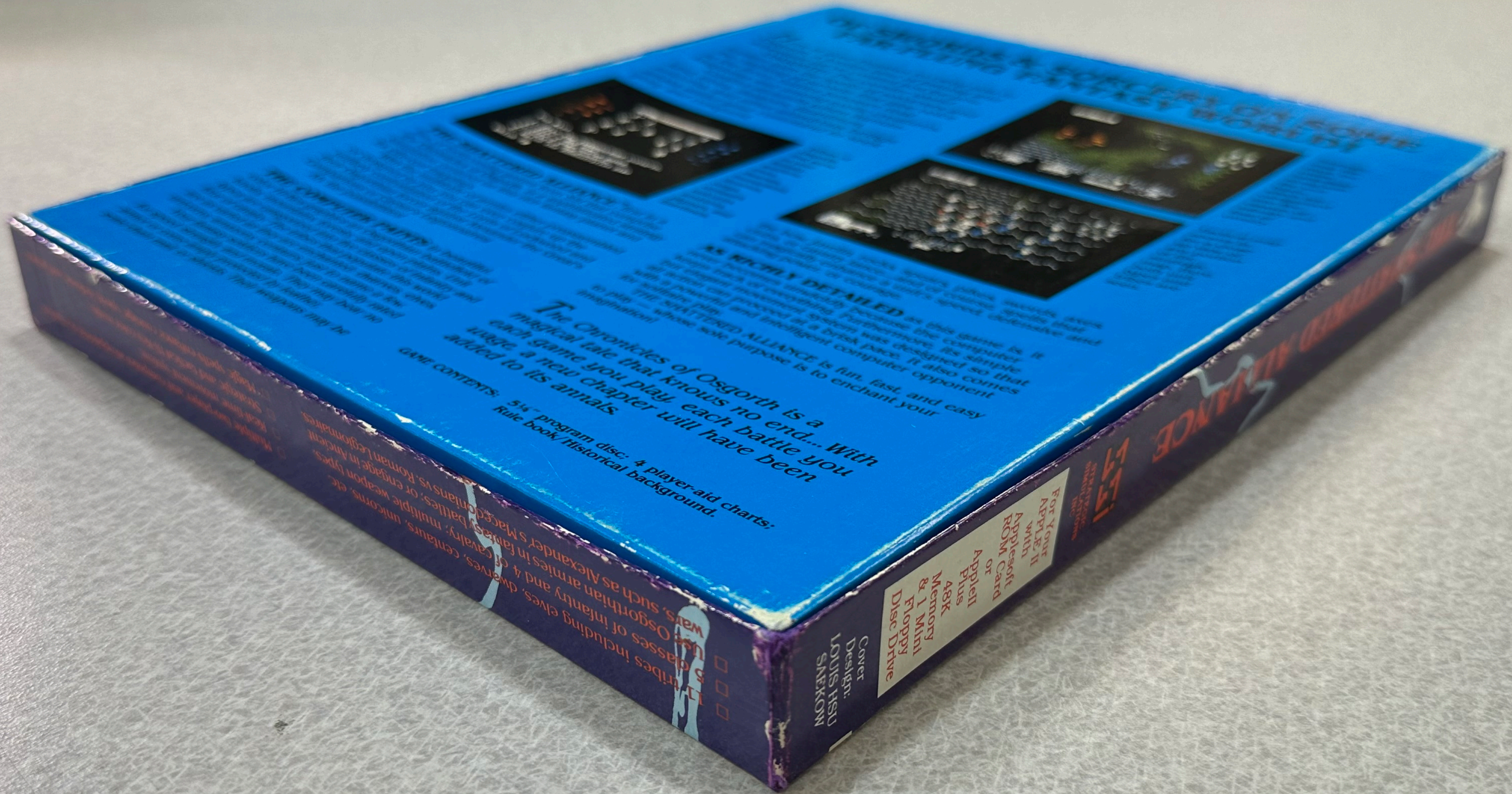
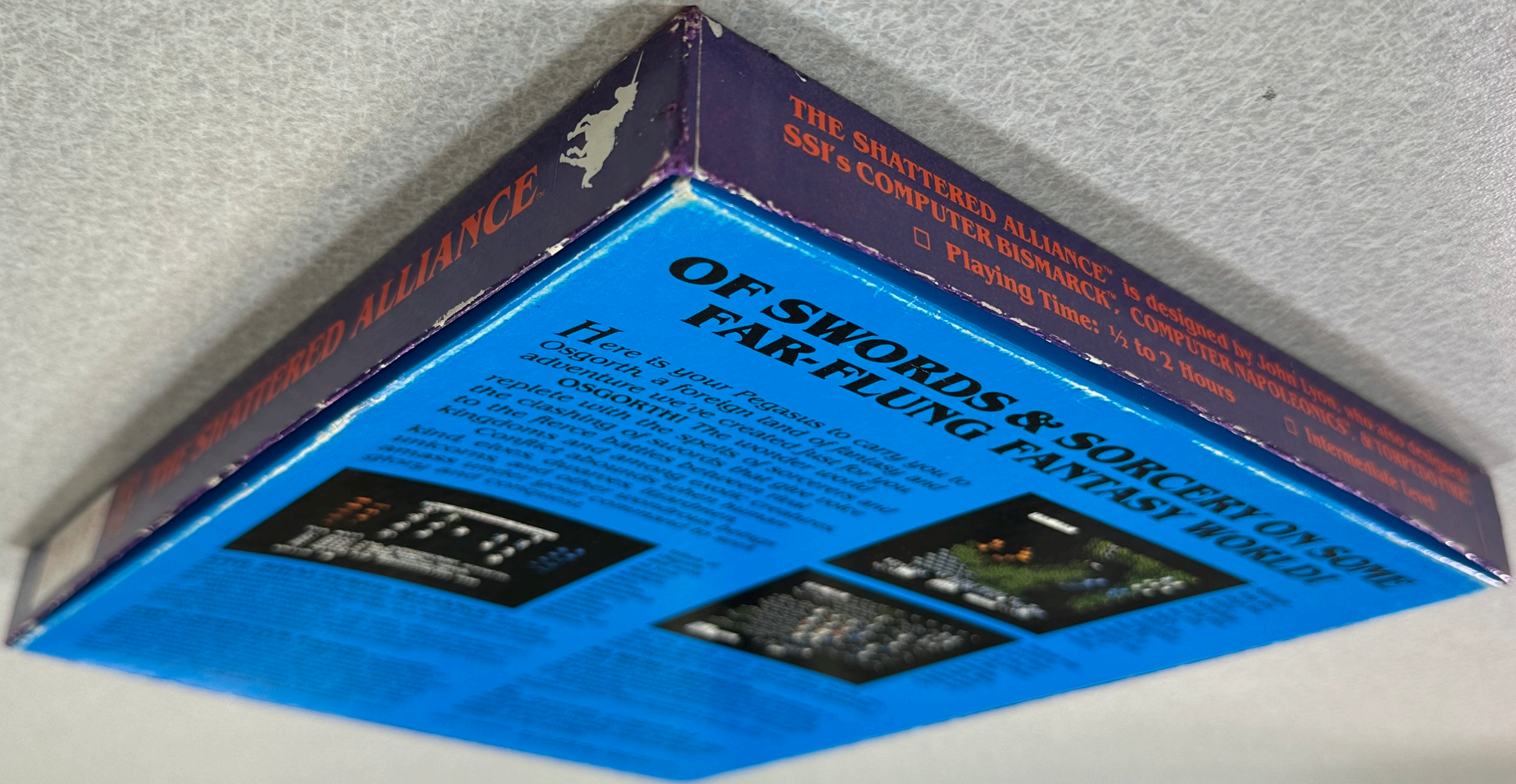
THE SHATTERED ALLIANCE

THE SHATTERED ALLIANCE
Chronicles of Osgorth
THE SHATTERED ALLIANCE™ is designed by John Lyon, who also designed:
SSI's COMPUTER BISMARCK™, COMPUTER NAPOLEONICS™, & TORPEDO FIRE™.
Playing Time: ½ to 2 Hours
Intermediate Level
THE SHATTERED ALLIANCE


The Chronicles of Osgorth is a magical tale that knows no end... With each game you play, each battle you wage a new chapter will have been added to its annals.
GAME CONTENTS: 5¼" program disc; 4 player-aid charts; Rule book/historical background.
11 tribes including elves, dwarves, centaurs, unicorns, etc.
5 classes of infantry and 4 of cavalry; multiple weapon types.
Use Osgorthian armies in fabled battles, or engage in Ancient wars, such as Alexander's Macedonians vs. Roman Legionnaires.
For Your APPLE II with Applesoft ROM Card or AppleII Plus 48K Memory & 1 Mini Floppy Disc Drive
Cover Design: LOUIS HSU SAEKOW
ALLIANCE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COMBAT
THE SHATTERED ALLIANCE
MORALE
THE SHATTERED ALLIANCE™
PLAYER INTRODUCTION CARD
HOW TO OPERATE THE GAME
You will boot this game much like any regular Apple disk. It will run with DOS 3.2 or DOS 3.3 without problems, but those players with the PASCAL system will have to use the BASICS disk to boot the disk.
Once booted, the game will display a menu which gives a choice of games to select. You are given the choice of starting 1) a new fantasy or historical scenario, 2) restarting an old game, or 3) creating a new scenario. You may also view the different unit symbols in order to familiarize yourself with the types of units available (see Unit Types in the rulebook).
The game shifts to a different menu when you select a new scenario. You now select which scenario you wish to play; either one of the four fantasy scenarios (Key 1-4) or one of the historical scenarios (Key 5-7). The program will load and then the computer will display the armies selected.
The armies are displayed on the screen one at a time, in their order of battle. Each unit type and tribe is displayed as well as each unit's training class, weaponry and numerical strength. After this display leaves the screen, you will be able to select whether you wish to play a solitaire or two-player scenario. The computer will ask you to name the commander of each army. If you press Key "C" for the name of one of the commanders, that side will be played by the computer. You will also be asked if you wish to have the morale and combat calculations printed in full detail. Press Key "Y" to accomplish this.
The disk drive will load the battle program and then ask which map scale you wish to see, strategic or tactical. Press Key "S" for strategic or Key "T" for tactical. If you select the tactical map, the computer will ask you which row and which column you wish to start with. The computer will print the tactical map, with a square display in the lower right hand corner. The larger square represents the strategic map, the small rectangle represents the tactical map, which is placed relative to its position on the strategic map. The units are represented on this indicator by small dots. The tactical map also has scrolling capabilities; by pressing Key "U" for up, "D" for down and the arrow Keys for left and right, you will be able to fine tune your tactical map position for optimum play.
We suggest you use the strategic map for planning your battle, deploying troops and examining terrain. It is best used for an over-all view of the battle. Select the tactical map for combat (especially fire combat) and maneuver. Combat is much easier with the tactical map, as you can judge distances and positions better than with the strategic map. The display choices make the game much easier to play.
Once you choose the map which suits you, the computer will allow both players to move all of their units, one side at a time. After this, the computer calculates when each unit should be moved and displays it for movement at the appropriate time. At any time-point (time-point counter is located in the upper-right corner inside direction guide), any number of units can move subject only to their movement allowance.
To move a unit, simply check the movement indicator in the upper-right corner to determine which direction you want to move the unit. Then press the appropriate key (Keys 1-6) for the direction in which you want the unit to move. If you don't want the unit to move, press Key 0. Pressing the space bar will move the unit in the same direction as its last move. The unit's last move is displayed at the bottom-center of the screen, below the countdown timer.
Now that you have pressed one of the keys 1 to 6 and moved your first unit, move the rest of your units in the same manner. You will find it very easy to maneuver your units to effectively attack the enemy.
At the beginning of the game, you will be allowed to move every unit in your army once. After this initial move, your units will move according to their type and the terrain on which they sit.
Now that you're able to move your units, let's look at combat. Since the object of the game is to defeat the opposing army, you must attack it. There are two methods of attack: Fire combat and Melee combat. Fire combat is done at a distance with missile weapons;
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RULE BOOK and Historical Background
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vs. Roman Legionnaires.
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